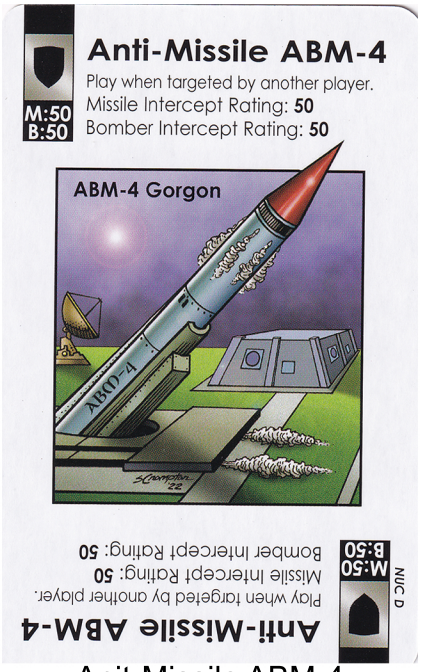
Nuclear Destruction



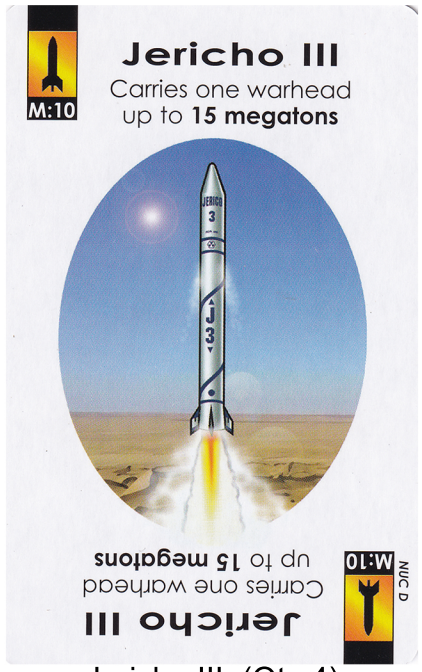
Anit-Missile ABM-4

Anit-Missile Neng-3

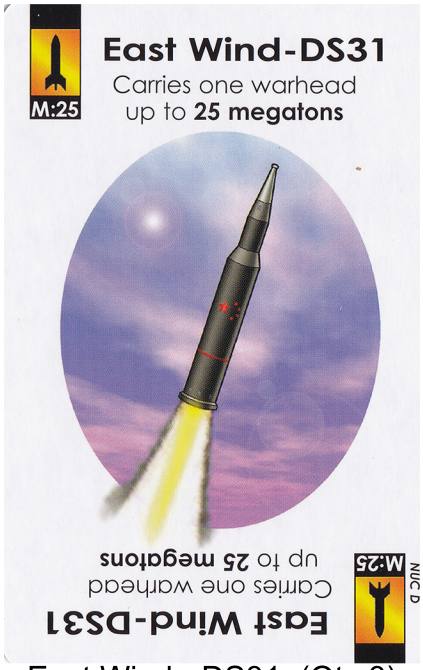
Tu-160 Blackjack (Qty 2)

Shipboard Atlas

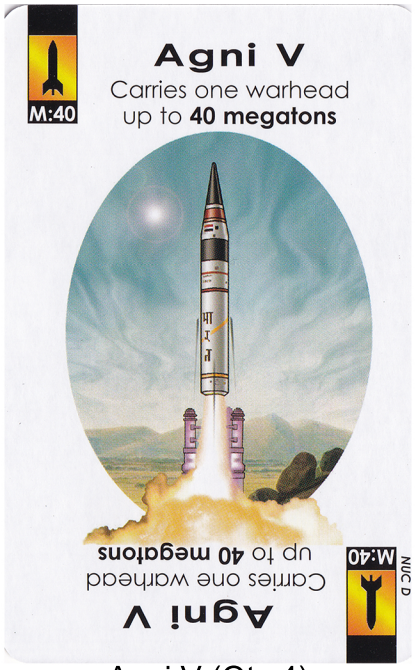
Shipboard Polaris



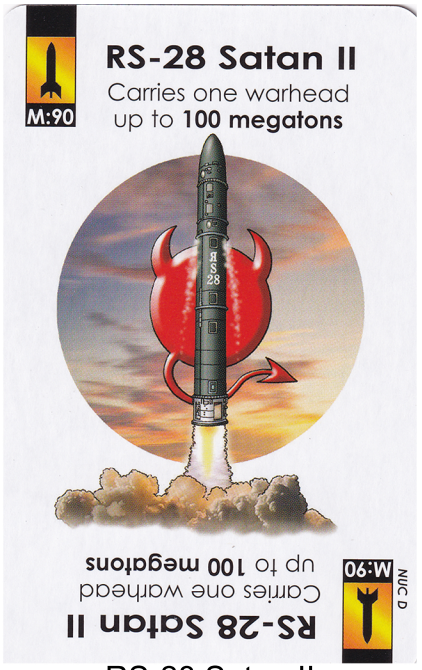
Jericho III (Qty 4)



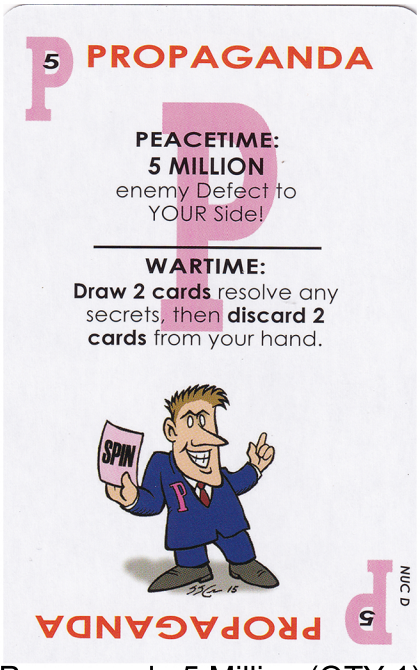
East Wind - DS31 (Qty 3)



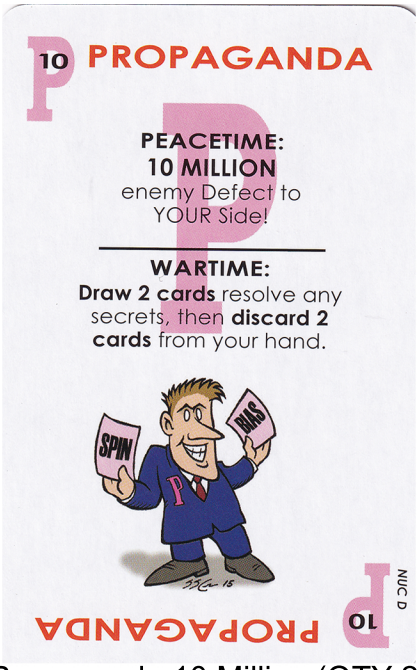
Agni V (Qty 4)



RS-28 Satan II

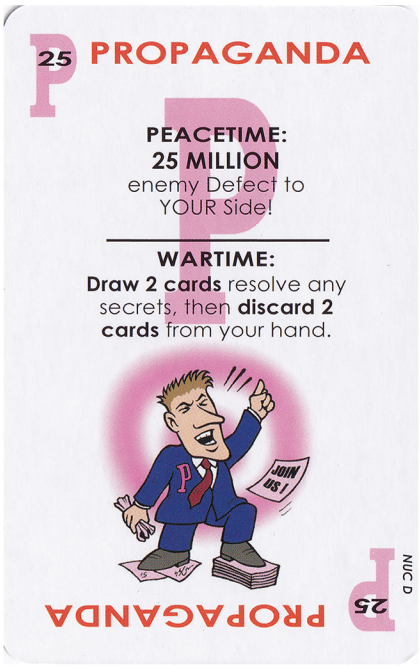


Propaganda 5 Million (QTY 1)



Propaganda 10 Million (QTY 2)

Propaganda 15 Million (QTY 2)



Propaganda 25 Million (QTY 2)

Secret - A.I. Takes Over!

Secret - Ground Offensive

Secret - New Superhero

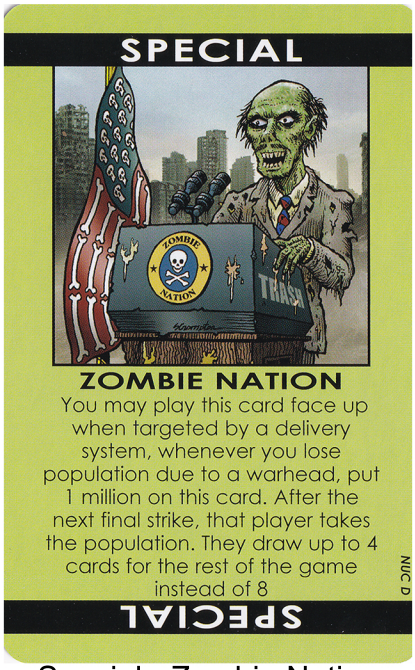
SECRET
Nyet! Nyet!
Quagmire
After declaring war on a small neighbor, you find out your military is full of corruption. Discard all the cards on your launch track, and play cards from the deck onto your launch track, discard any cards that cannot go on the launch track without effect and replace them.
SECRET
TERRORUS
NUC D

Secret - Quagmire

Special - Miror Universe!

SPECIAL
AUTHORIZED MISSILES ONLY!
SNEAKY MISSILE!
Play when launching a missile at a player's population. After resolving the missile, if the missile caused any damage, subtract 5 million population, and the target must discard their facedown cards, and then refill them from their hand.
NUC D
SPECIAL

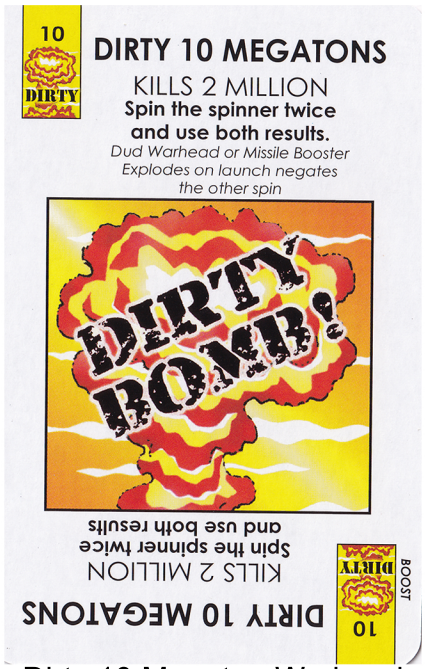
Special - Sneaky Missile


SPECIAL
ZOMBIE NATION
TRASH
ZOMBIE NATION
You may play this card face up when targeted by a delivery system, whenever you lose population due to a warhead, put 1 million on this card. After the next final strike, that player takes the population. They draw up to 4 cards for the rest of the game instead of 8
NUC D
SPECIAL

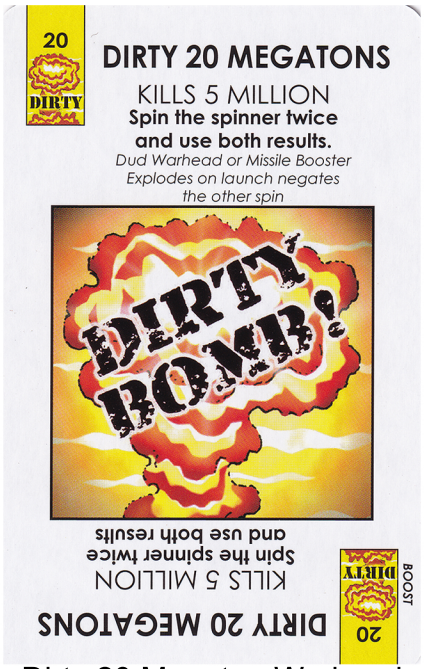
Special - Zombie Nation

Special - Spy (Bald)

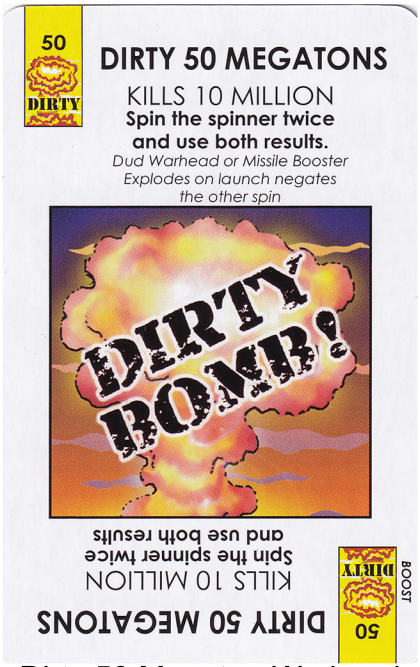
Top Secret - Alien Invasion!



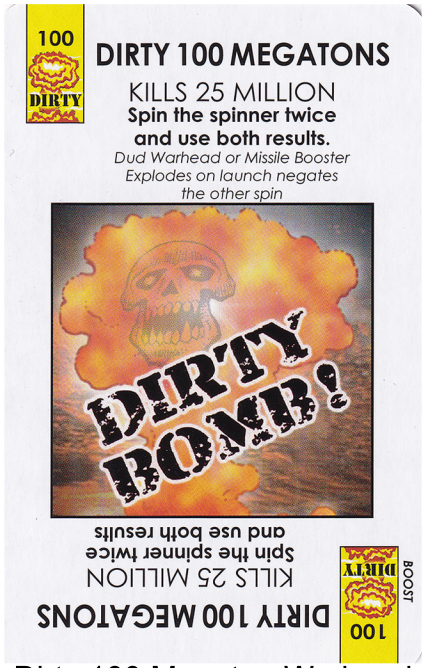
Dirty 10 Megaton Warhead



Dirty 20 Megaton Warhead



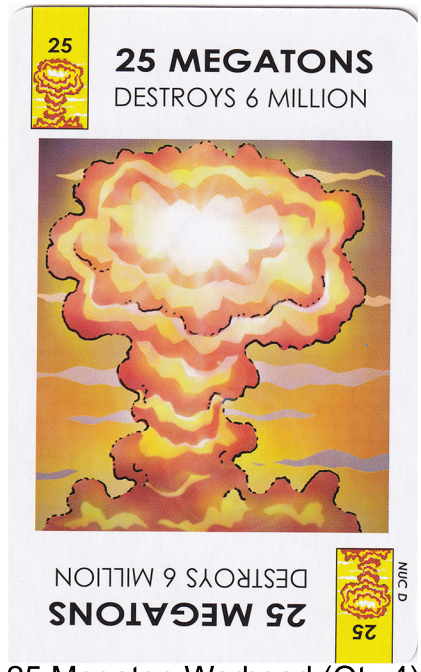
Dirty 50 Megaton Warhead



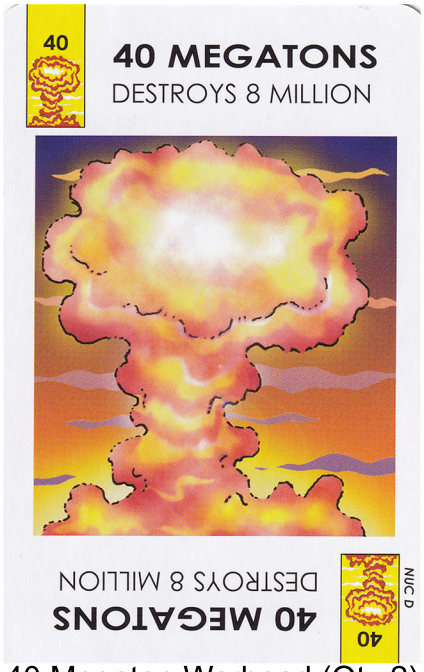
Dirty 100 Megaton Warhead

10 Megaton Warhead (Qty 3)

15 Megaton Warhead (Qty 1)



25 Megaton Warhead (Qty 4)



40 Megaton Warhead (Qty 2)

100 Megaton Warhead (Qty 1)

Nuclear Destruction is a partial expansion for Nuclear War. I realize that Kickstarter has the Booster Cards from the collector series “in it” and most of Weapons of Mass Destruction are also “in it”. However, when looking at the expansion itself, the introduction of new cards and concepts, at 49 cards, I find it to be a bit lacking. It is not a standalone set. The Booster set and WMD were separate. This was supposed to be “designed as a stand-alone installment.” It is more like the original Booster set, “designed as a support for your Nuclear War Card Game”.

The 2 Shipboard missiles function like the Stealth Bomber, only re-skinned and limited to the megatonnage.

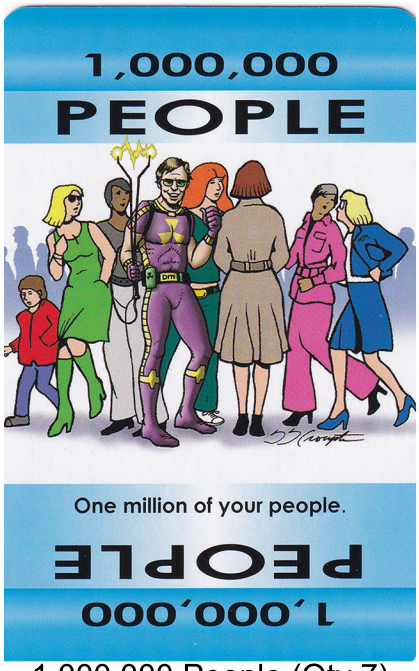
The propaganda cards having wartime options was excellent.

Only 4 secrets and 1 Top Secret.

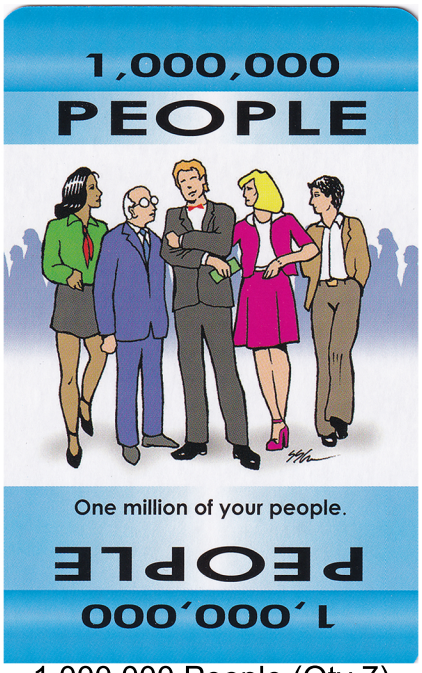
A single spy that covers the missing ethnicity in the artwork.

The Dirty Bomb Warheads were a nice touch. However, they should have the NUC D set icon, not the BOOST set icon, as they were not part of that release.

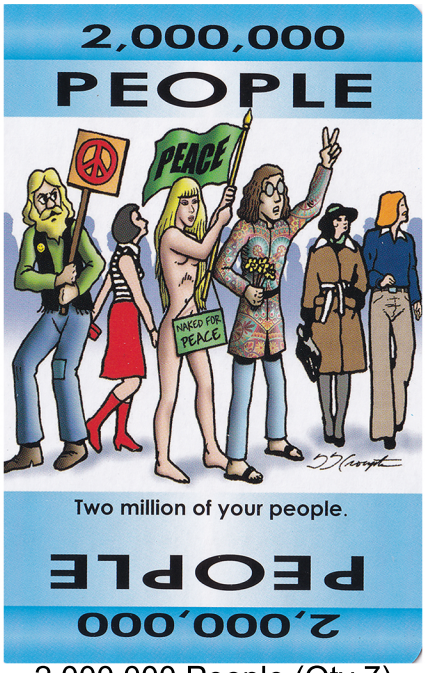
Did there really need to be christian religious references?



1,000,000 People (Qty 7)

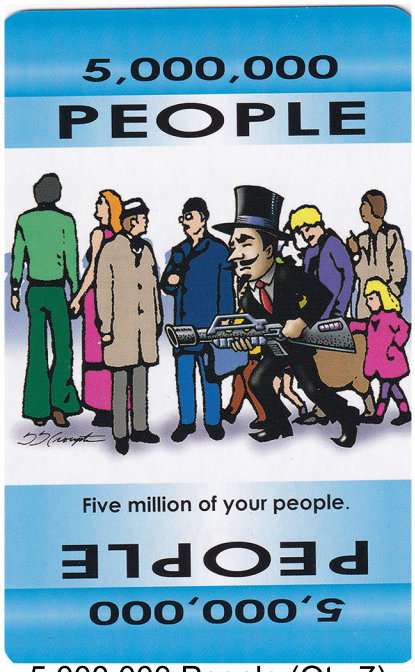


1,000,000 People (Qty 7)

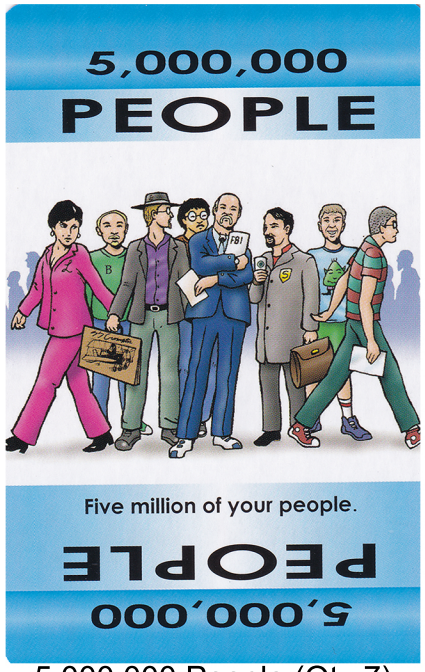


2,000,000 People (Qty 7)

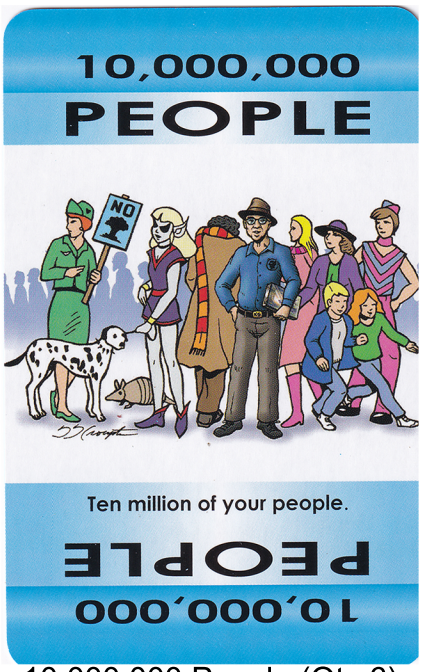
2,000,000 People (Qty 7)



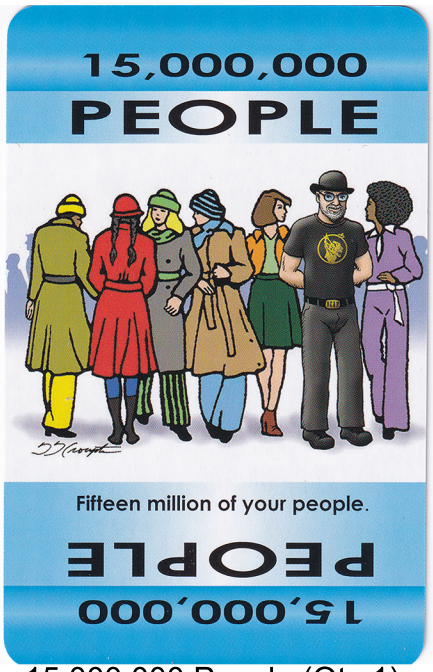
5,000,000 People (Qty 7)



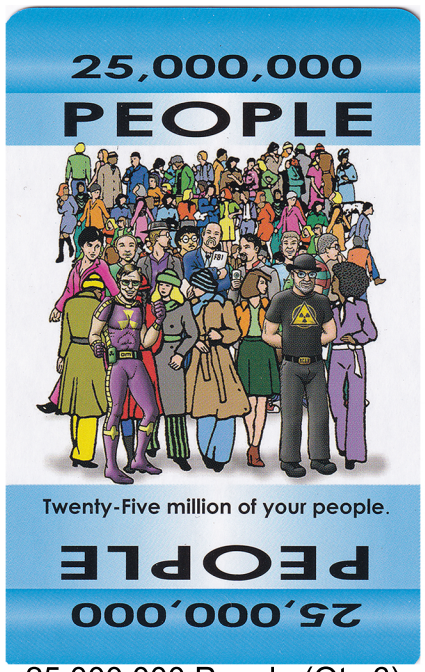
5,000,000 People (Qty 7)



10,000,000 People (Qty 6)



15,000,000 People (Qty 1)



25,000,000 People (Qty 6)